

Yuhao (Henry) Zhou

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EDUCATION **University of Toronto** Sep. 2014 - Present
B.A.Sc. Electrical and Computer Engineering
• cGPA: 3.91/4.00
• Dean's Honour List: 6/6 semesters
• Focus: Machine learning, software engineering, and control system

Peking University Summer 2016
Summer Visiting Student
• Course Avg Score: A

RESEARCH EXPERIENCE **University of Toronto Machine Learning Group** Jan. 2018 - Present
Undergraduate Research Assistant
• Supervisor: Prof. Jimmy Ba and Prof. Sanja Fidler
• Project 1: Research paper: *A Topology Space Odyssey: Neural Topological Evolution* is submitted to *NIPS2018*
• Project 2: Model-based reinforcement learning project

University of Toronto Computer Vision Group Jan. 2017 - Dec. 2017
Undergraduate Research Assistant
• Supervisor: Prof. Sanja Fidler.
• Created a new dataset called *Movie4D* and provided strong benchmark in creating interactive cinematic experience.

PUBLICATION • **Y. Zhou**, M. Tapaswi, S. Fidler. Now You *Shake* Me: Towards Automatic 4D Cinema (To appear on CVPR18 as spotlight)

WORK EXPERIENCE **Intel Corp. PSG San Jose, CA** May 2017 - Present
Professional Experience Year, Intern
• Quartus high-level synthesis group.
• Worked on pipe cleaning testing infrastructure.
• Worked on cross-version compatibility project.

Baidu Inc. Beijing, China Jul. 2016 - Aug. 2016
Marketing Intern
• Technical department of Baidu education platform.

- Marketing research: reviewed various online education platform and wrote reports to project manager.

Oracle Corp. *Beijing, China*
R&D Intern

Jun. 2015 - Jul. 2015

- Infrastructure team of cloud computing department.
- Managed the resources and services of the virtual machines using Oracle's integrated tools.

Huawei Technologies *Beijing, China*
R&D Intern

May 2015 - Jun. 2015

- Automated testing team for OS development.
- Translated automated testing scripts from previous phone models to test Huawei *Ascend* phone series' functionality and GUI layout.

PERSONAL PROJECTS

Online MOOC

Jan. 2015 - Present

- Completed *Coursera* course: Machine Learning (Prof. Ng), Neural Network (Prof. Hinton), Intro. to Mathematical Thinking (Stanford), Game Theory (Stanford), and Model Thinking (Michigan)
- Completed CS231n from Stanford.
- Completed D. Silver online *Intro. to Reinforcement Learning*.
- *Note:* implementations of assignments can be found from my GitHub profile [\[link\]](#)
- Other fun courses: Positive Psychology (Harvard), Death (Yale), Philosophy of Cognitive Sciences (University of Edinburgh), etc.
- Volunteer: Served as team lead (with a group of 20) in subtitle final review for the course *Calculus One*. Served as subtitle translator for the course *Cryptography*.

IEEE Student Branch at University of Toronto

Apr. 2015 - Apr. 2016

- Served as the webmaster at the organization.
- Maintained the current website.
- Collaborated and designed a brand new beta website. [\[link\]](#)

Undergrad Course Project

Sept. 2014 - Present

- Map project: a map application implemented in C++ using the data from OpenStreetMap. Graphical interface was achieved through X11.
- Verilog game: a hardware game implemented on FPGA. [\[link\]](#) [\[YouTube\]](#)
- Writing robot: a robot that could do simple arithmetic and write the result on paper. [\[link\]](#)
- OS161 lab project. Harvard OS lab assignment 1 - 4.

**SKILLS &
EXPERTISE**

- Computer programming (Python, MATLAB/GNU Octave, HTML/CSS, C/C++, SQL, Java, Perl).
- Machine learning libraries (PyTorch, TensorFlow).
- Version control (Git, Perforce, Subversion).
- Operating system (Linux, UNIX, OS X).
- Languages (English, Chinese).